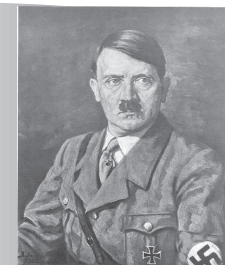




World at War

Germany Set Up

Germany	Germany Sea Zone	Italy	Romania	Libya	Italian East Africa	East of It. East Afr.	Finland	Iceland Sea Zone	Nigerian Sea Zone	Unit Type	Cost	Move	Attack	Defend	Sho B	Sub D
7		3	4	2	2		3			Infantry	3	1	1	2	-	-
										Paratrooper	4	1	2	2	-	-
1		1								Artillery	4	1	2	2	-	-
4		1	1	1						Armor	5	2	3	3	-	-
3		1	1							Fighter	10	4	3	4	-	1
2										Bomber	16	6	4	1	-	1
1		1								Anti Aircraft	5	1	1*	1*	-	-
			1							Battleship	24	2	4	4	4	1
			1							Cruiser	16	1	4	4	2	1
	1							1		Destroyer	12	2	3	3	-	2
						1				Aircraft Carrier	18	2	1	3	-	1
	1	1								Transport	8	2	-	1	-	-
	1	1					1	1		Submarine	7	2	2	2	-	-
1		1								Factory	15	-	-	-	-	-
										SS Panzers	6	2	4	5	-	-
										SS Panzergren.	3	2	2	3	-	-
										Sub Pens	6	-	-	2*	-	-



Adolf Hitler

"The third Reich shall last a thousand years"

Production Track Start: 20

Starting IPCs: 30

Order of Turns

- Germany
- Britain/France
- Japan
- Russia
- U.S.A./China

Sequence of Play

- Spend IPCs
 - Repair Battleships
 - Technologies, Imp. factory
 - Purchase Units
- Combat Movement
- Combat
- Non Combat Movement
- Place New Units
- Collect Income

Rail Capacity

4 in Europe and Asia

Special Income

+5 IPCs if not at war with Russia
+2 IPCs if Sweden is Neutral

Surprise Attack

On the first turn Germany attacks Russia, pick one Russian area, German units attack at +1, Russian units defend at -1 first round only.

Hitler Assassination

Roll 1D6 per game.
1-2: Successful. +5 IPCs per turn
3-5: No Result
6: Remove 2 tanks and 2 infantry

Blitzkrieg

On Turn 1 Germany uses two impulse attack using the following action sequence: 1-2-3-4-5-2-3-4-6.

Declaration of War

Starts the game at war with Britain, France and Poland. Declares war at any time with: U.S., Russia and China.

Fall of Germany

Pay half of IPCs to conqueror. Lose 4 infantry. If Italy has been conquered also, remove all troops from play.

German-Russian Treaty

Ends when Germany attacks Russia or Game turn 5.

Italy, Libya & Italian East Africa

Can move/attack once France is conquered. If Italy is conquered, Germany pays 3 IPCs to the conqueror and loses 2 infantry.

Romania

May not move or attack until Germany has declared war on Russia. The 1st time it is conquered when at war, Germany pays 3 IPCs to the conqueror and loses 2 infantry.

Finland

If not conquered by Russia on game turn 1, joins Germany.

Switzerland

Germany must pay 10 IPCs to attack and may not use tanks.

Spain & Turkey

When Germany is at 50 IPCs (55 for Turkey) or more, Germany may roll, on a 1-2, the country joins Germany.

Iraq

When Germany conquers Egypt, Iraq joins Germany on a roll of 1-2.

Factory Improvement

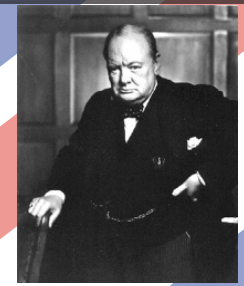
Air: 5
Armor: 5
Surface Ships: 8
Submarines: 5

Infantry 1 Equipment	Heavy 1 Equipment	Aircraft 1 Construction	Shipping 1 Construction	Fuel Dumps 1 Air Runways	Surface Ships 1 Specialized	Armor 1 Specialized	Submarines 1 Specialized	Aircraft 1 Specialized
Infantry 2 Equipment	Heavy 2 Equipment	Aircraft 2 Construction	Shipping 2 Construction	Fuel Dumps 2 Air Runways	Surface Ships 2 Specialized	Armor 2 Specialized	Submarines 2 Specialized	Aircraft 2 Specialized
Infantry 3 Equipment	Heavy 3 Equipment	Aircraft 3 Construction	Shipping 3 Construction	Fuel Dumps 3 Air Runways	Surface Ships 3 Specialized	Armor 3 Specialized	Submarines 3 Specialized	Aircraft 3 Specialized



World at War

Great Britain/France Set Up (use blue for France)



Winston Churchill
"Be Ye Men of Valour"

Production Track Start:

Britain 39, France 21
(Britain 4 off board)
(France 1 off board)

Starting IPCs:

Britain 25, France 15

Order of Play

- Germany
- Britain and France
- Japan
- Russia
- United States and China

Action Sequence

- Develop/Purchase Units
 - Repair factories/ships
 - Technologies, Imp. factory
 - Purchase Units
- Combat Movement
- Combat
- Non Combat Movement
- Place New Units
- Collect Income

Rail Capacity

2 in Asia, Africa and Europe, France uses British rails.

Poland

Joins Britain at the end of turn 1 if not conquered by Germany. Increase British IPC level by 3 IPCs and replace Polish troops with British ones.

Britain (ships west sea zone)	Gibraltar	Malta	Egypt	Suez Canal	North of Egypt	India	Maldives	Central Canada	Eastern Australia (ship East)	Burma	Malaya	South Africa	Rhodesia	East of Eastern Canada	FRENCH EMPIRE:	France (ships West sea zone)	French Mediterranean	Morocco	Algeria (next to Morocco)	Syria	French Indo China	Belgian Congo	Dutch East Indies	Unit Type	Cost	Move	Attack	Defend	Sub D	Sho B
3	1	1	2		2			1	1	1	1	1	1			5	1	1	1		2	1	1	Infantry	3	1	1	2	-	-
																								Paratroopers	4	1	2	2	-	-
1			1													1								Artillery	4	1	2	2	-	-
1			1													1								Armor	6/7	2	3	3	-	-
1		1	1				(1)							(1)		1					1			Fighter	11/13	4	3	4	1	-
1																								Bomber	16/18	6	4	1	1	-
1																1								Anti Aircraft	5	1	1*	1*	-	-
1														1		1								Battleship	22	2	4	4	1	4
							1									1								Cruiser	15	2	4	4	1	2
1	1		1													1	1					1		Destroyer	11	2	3	3	2	-
							1							1										Aircraft Carrier	16	2	1	3	1	-
2							1		1							1	1					1		Transport	7/8	2	-	1	-	-
														1		1								Submarine	9/8	2	2	2	-	-
1					1		1	1								1								Factory	15	-	-	-	-	-

Home Defense

British infantry defending Britain defend on a 3, fighters on a 5.

Factory Improvement

Air: 5
Armor: 7
Surface Ships: 5
Submarines: 7

Fall of France

France must pay Germany 3 IPCs, roll 1d6 for each fleet in the Mediterranean; 1- joins Axis, 2-4 fleet is scuttled, 5- becomes Vichy, 6- becomes British.

Declaration of War

Starts the game at war with Germany. May not attack Japan unless attacked first or game turn 6. May not hinder Japanese fleet movement nor move units into China.

Invading Neutral countries

Roll 1d6. If higher than the IPC value of the country then combat occurs. If equal or lower must retreat, can never invade again, and must pay 5 IPCs to the bank.

Saudi Arabia

When Egypt is held by Axis forces, Britain can pay 1 IPC per turn to roll 1-2 to gain Saudi Arabia.

Roll 1d6 for each of the following french territories; Morocco, Algeria, Fr. West Africa, Fr. Equ. Africa, Madagascar, Syria, Fr. Indo China, Mauritius Islands, Fiji islands, Society Islands. 1-3 becomes Vichy, 4-6 becomes Free French.

Lend lease

Britain may lend lease France up to 10 IPCs subject to Axis intervention. Roll 1d6. On a 1 half the money is lost. On a 2 one third is lost. On a 3-6 no money is lost. Round up money lost.

World at War

Production Track Start: 19

Starting IPCs: 25

Order of Play

- Germany
- Britain and France
- Japan
- Russia
- United States and China

Action Sequence

- Develop/Purchase Units
 - Repair factories/ships
 - Technologies, Imp. factory
 - Purchase Units
- Combat Movement
- Combat
- Non Combat Movement
- Place New Units
- Collect Income

Rail Capacity

2 in Asia

Declarations of War

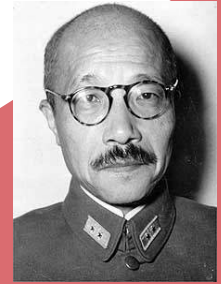
Starts at war with: China
 Declares war at any time with any major power except Russia.

Home Defense

The first time Japan is attacked, place 4 infantry on Japan before combat occurs, at no cost.

Japan Set Up

Japan	Japan Sea Zone	Manchuria	Korea	Okinawa	Marcus Islands	Caroline Islands	Thailand	Marshall Islands	Unit Type	Cost	Move	Attack	Defend	Sho B	Sub D
4		3	3	1	1	1	2	1	Infantry	3	1	1	2	-	-
									Paratrooper	4	1	2	2	-	-
		1							Artillery	4	1	2	2	-	-
1		1	1						Armor	6	2	3	3	-	-
1	(1)	1	1			(1)			Fighter	11	4	3	4	-	1
1									Bomber	14	6	4	1	-	1
1		1							Anti Aircraft	5	1	1*	1*	-	-
	2								Battleship	22	2	4	4	4	1
					1				Cruiser	15	2	4	4	2	1
1						1			Destroyer	11	2	3	3	-	2
1						1			Aircraft Carrier	14	2	1	3	-	1
2			1	1			1		Transport	8	2	-	1	-	-
						1			Submarine	8	2	2	2	-	-
1		1							Factory	17	-	-	-	-	-



General Tojo
"Negotiations cannot succeed"

Fall of Japan

If Japan is conquered and Japan cannot retake the home land by it's next turn, Japan surrenders.

In the case of surrender, Japan gives all its IPCs to the conqueror, and removes all troops everywhere.

Banzai Attack

Japan is allowed 3 banzai attacks per turn. All infantry involved in the banzai attack hit on a 2 or less for one round of combat only. No retreat is allowed.

Sino Soviet Pact

Cannot attack Russia until turn 6 or after. Must pay 15 IPCs to declare war on Russia unless Russia attacks first.

French Indo China

If Vichy, Japan collects IPCs and may attempt to influence each turn by paying 2 IPCs succeeding on a roll of 1-2. If successful replace Vichy units with Japanese units.

Sneak Attack

Japan may make one sneak attack during the game. Make the 2 impulse attack in the following action sequence: 1-2-3-4-5-2-3-4-6.

Thailand

May not move or attack until Japan is at war with Britain or the U.S.

Factory Improvement

Air: 7
 Armor: 9
 Surface Ships: 5
 Submarines: 9

Infantry 1 Equipment	Heavy 1 Equipment	Aircraft 1 Construction	Shipping 1 Construction	Fuel Dumps 1 Air Runways	Surface Ships 1 Specialized	Armor 1 Specialized	Submarines 1 Specialized	Aircraft 1 Specialized
Infantry 2 Equipment	Heavy 2 Equipment	Aircraft 2 Construction	Shipping 2 Construction	Fuel Dumps 2 Air Runways	Surface Ships 2 Specialized	Armor 2 Specialized	Submarines 2 Specialized	Aircraft 2 Specialized
Infantry 3 Equipment	Heavy 3 Equipment	Aircraft 3 Construction	Shipping 3 Construction	Fuel Dumps 3 Air Runways	Surface Ships 3 Specialized	Armor 3 Specialized	Submarines 3 Specialized	Aircraft 3 Specialized



World at War

Russia Set Up

Russia	Karelia	North of Karelia	Belo-Russia	Ukraine	Orel	Caucasus	Kazakh	Omsk	Novosibirsk	Buryat	Soviet far East	Kamchatka
3	3	2	3	1	1	1	1	1	1	1	3	1

Production Track Start: 32

Starting IPCs: 15

Order of Play

1. Germany
2. Britain and France
3. Japan
4. Russia
5. United States and China

Action Sequence

1. Develop/Purchase Units
 - a) Repair factories/ships
 - b) Technologies, Imp. factory
 - c) Purchase Units
2. Combat Movement
3. Combat
4. Non Combat Movement
5. Place New Units
6. Collect Income

Limited Production

Receives only half IPCs per turn(round up) until attacked by Germany or game turn 5.

Multi National Force

No allied country is allowed to share land or sea areas with a Russian force.

Partisans

Are built on vacated areas under Axis control They block Axis rail movement. 2 partisans = 1 infantry.

Unit Type	Cost	Move	Attack	Defend	Sub D	Sho B
Infantry	2	1	1	2	-	-
Russian Guard	2	2	2	3	-	-
Paratroopers	3	1	2	2	-	-
Artillery	4	1	2	2	-	-
Armor	5	2	3	3	-	-
Fighter	11	4	3	4	1	-
Bomber	15	6	4	1	1	-
Anti Aircraft	5	1	1*	1*	-	-
Battleship	26	2	4	4	1	4
Cruiser	17	2	4	4	1	2
Destroyer	13	2	3	3	2	-
Aircraft Carrier	18	2	1	3	1	-
Transport	8	2	-	1	-	-
Submarine	8	2	2	2	-	-
Factory	12	*	-	-	-	-

Liberating Territories

Russia is never a liberator. All territories conquered are added to the Russian IPC total.

Purges

On the first turn Russia is attacked it gets only one counterattack. Gets 20 IPCs to purchase units and place on the board prior to combat movement.

Factories

Russian factories may move at a cost of 1 rail movement. May move 1 and build 1, or move 2 and not build at all.

Infantry 1 Equipment	Heavy 1 Equipment	Aircraft 1 Construction	Shipping 1 Construction	Fuel Dumps 1 Air Runways	Surface Ships 1 Specialized	Armor 1 Specialized	Submarines 1 Specialized	Aircraft 1 Specialized
Infantry 2 Equipment	Heavy 2 Equipment	Aircraft 2 Construction	Shipping 2 Construction	Fuel Dumps 2 Air Runways	Surface Ships 2 Specialized	Armor 2 Specialized	Submarines 2 Specialized	Aircraft 2 Specialized
Infantry 3 Equipment	Heavy 3 Equipment	Aircraft 3 Construction	Shipping 3 Construction	Fuel Dumps 3 Air Runways	Surface Ships 3 Specialized	Armor 3 Specialized	Submarines 3 Specialized	Aircraft 3 Specialized



Joseph Stalin

"Quantity has a quality all of its own"

Declaration of War

May not attack Germany or Japan until game turn 5, or until Germany attacks first. Russia may attack Finland or Romania but must pay penalties. 25 IPCs to Germany for attacking Romania, Finnish infantry defend on a 3 and inflict 2 times casualties.

Fall of Russia

If Russia is conquered by an Axis player the Russian capitol is moved. The old area is worth 1 IPC, the new area is worth 8 IPCs.

Guards

Up to 4 guard units may be active during a turn. Build 2/turn, cost 2 IPCs each.

Factory Improvement

Air: 5
Armor: 5
Surface Ships: 8
Submarines: 6

Rail Capacity

3 in Asia, 1 in Europe.

